

FIG. 1

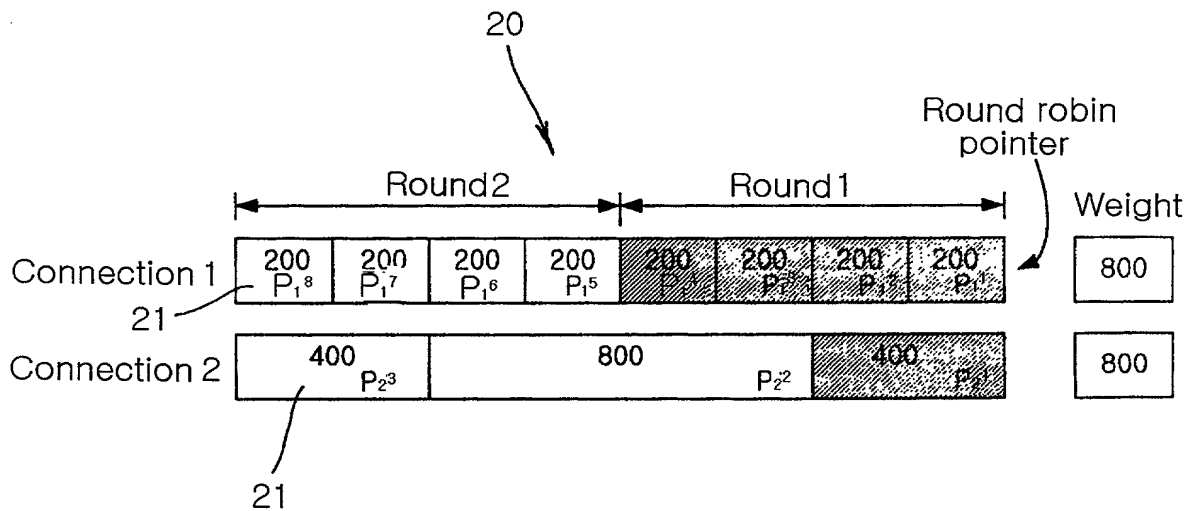


FIG. 2a

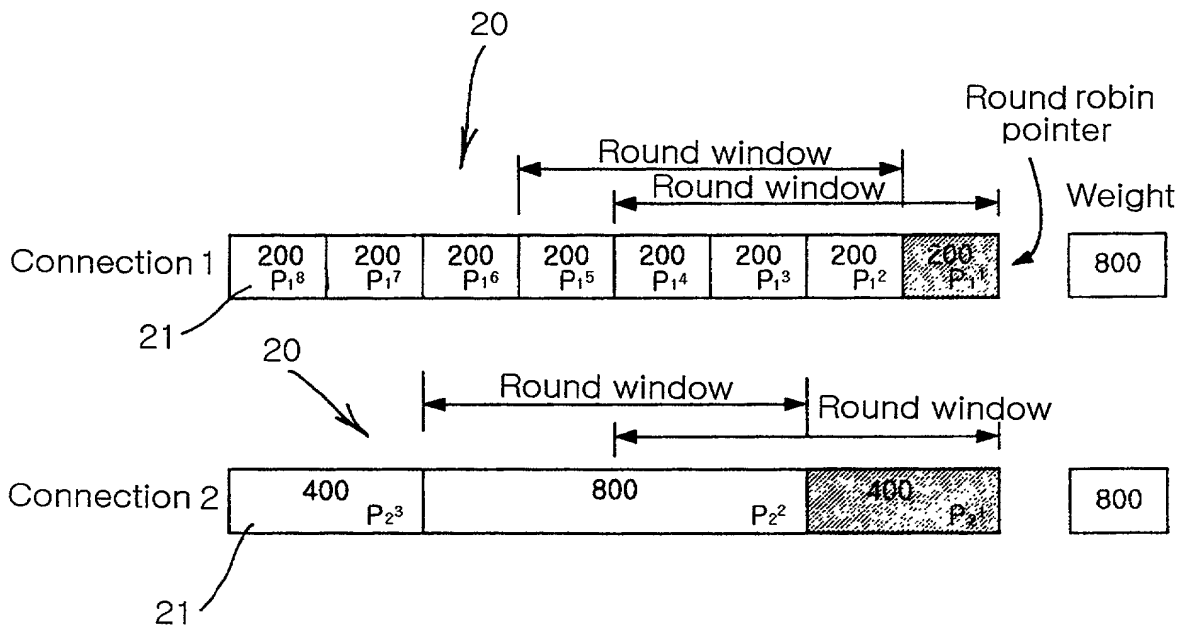


FIG. 2b

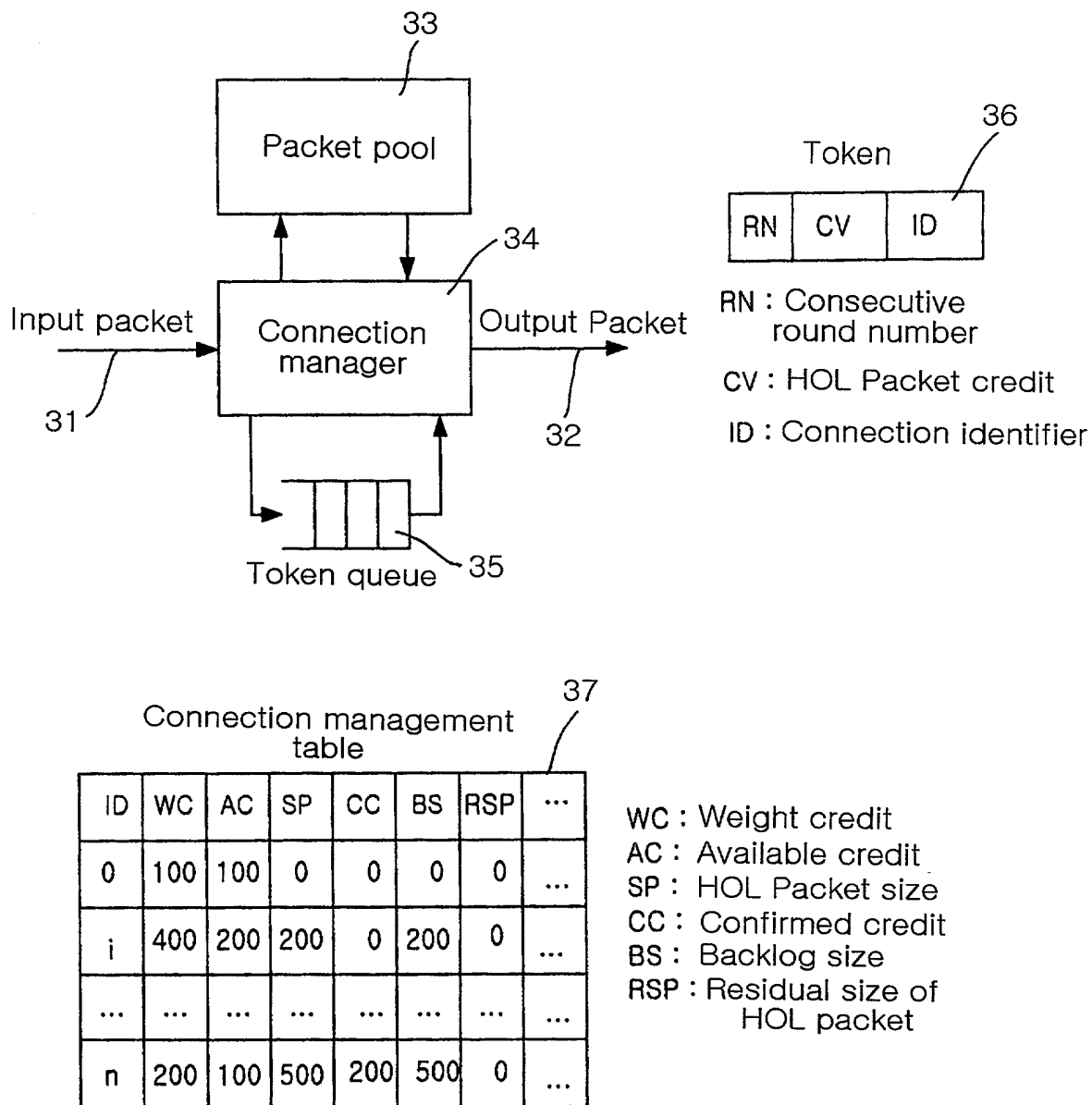


FIG. 3

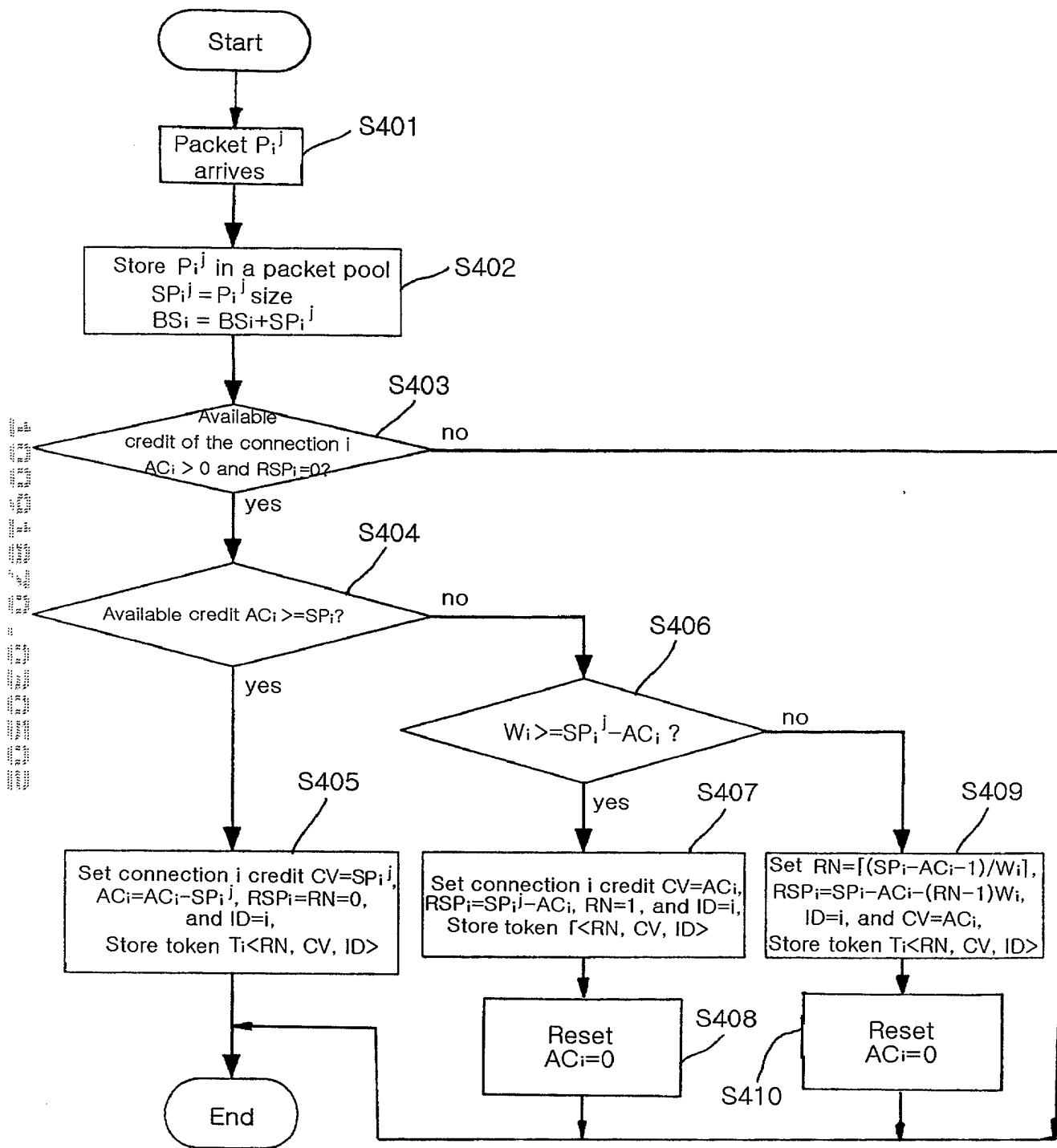
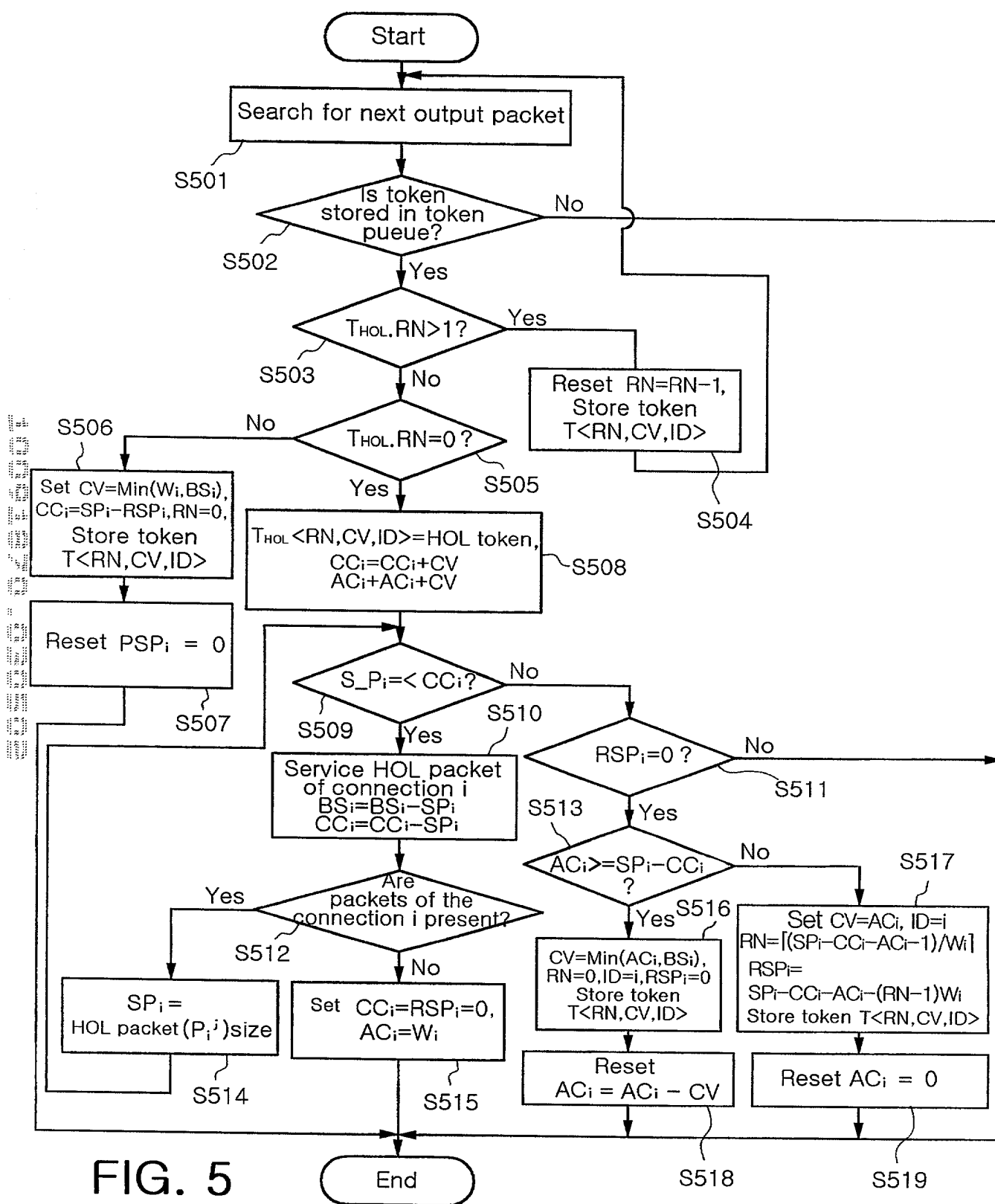


FIG. 4



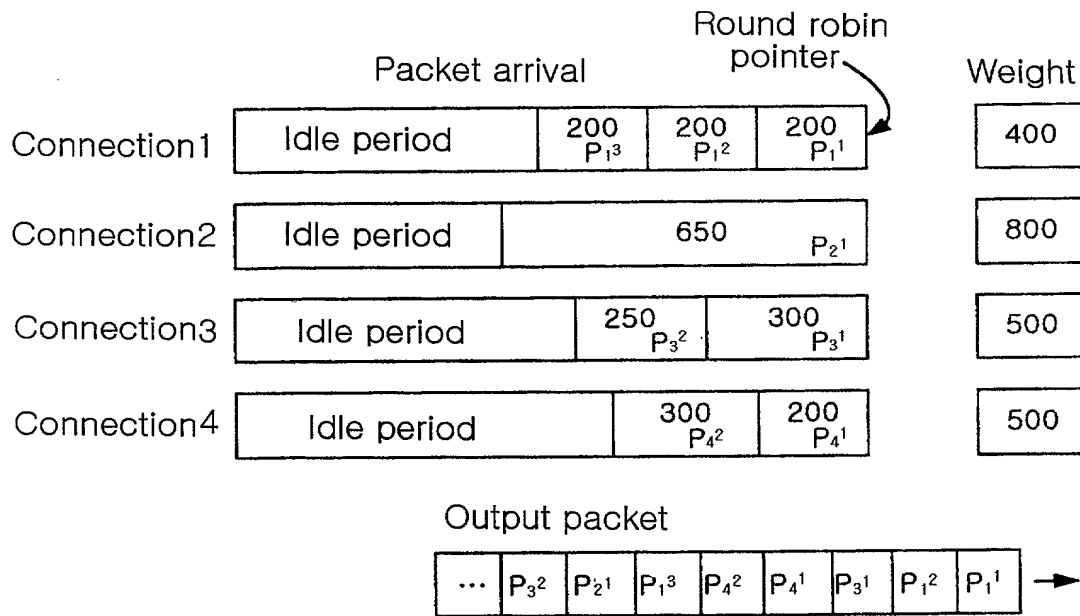


FIG. 6a

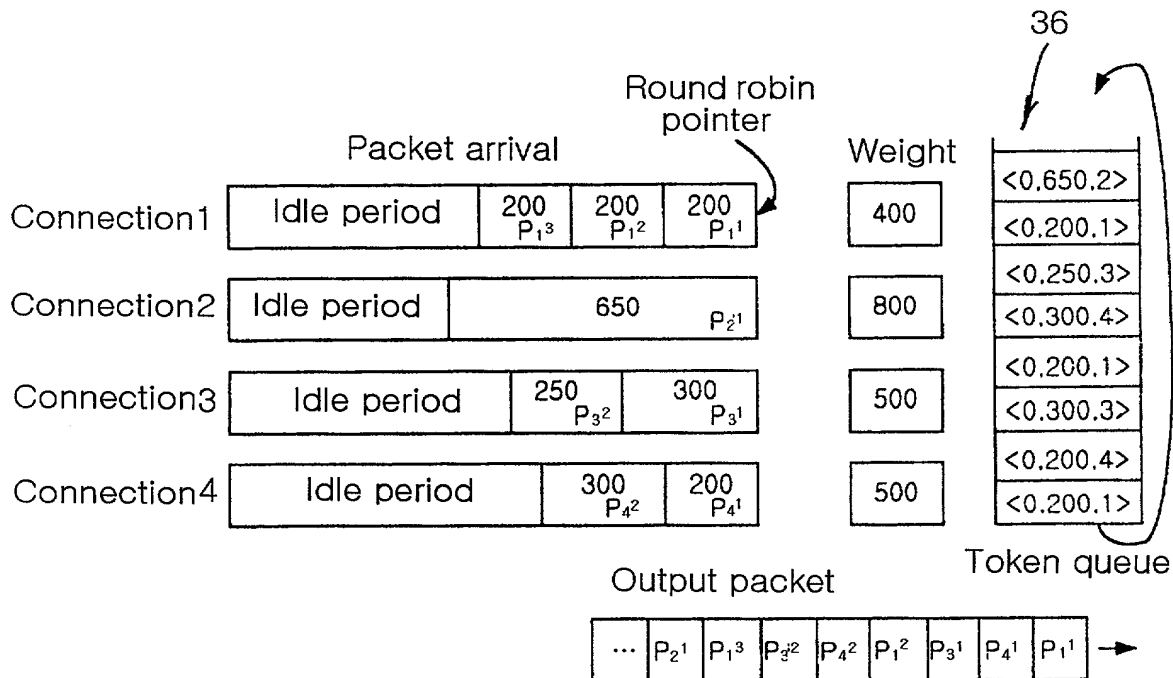


FIG. 6b

FIG. 7 is a diagram illustrating a packet scheduling process. The diagram shows four connections (Connection 1, Connection 2, Connection 3, and Connection 4) and their respective packet arrival times, weights, and a round robin pointer. The connections are arranged in a table with columns for packet arrival, weight, and a round robin pointer. The packet arrival times are shown as a sequence of packets (p₁¹, p₁², p₁³, p₁⁴) for Connection 1, and a sequence of packets (p₂¹, p₂²) for Connection 2. The weights are 200 for Connection 1, 100 for Connection 2, and 200 for both Connection 3 and Connection 4. The round robin pointer is shown as a sequence of packets (p₁¹, p₁², p₁³, p₁⁴) for Connection 1, and a sequence of packets (p₂¹, p₂²) for Connection 2. The diagram also shows a token queue with entries for each connection, and an output packet sequence.

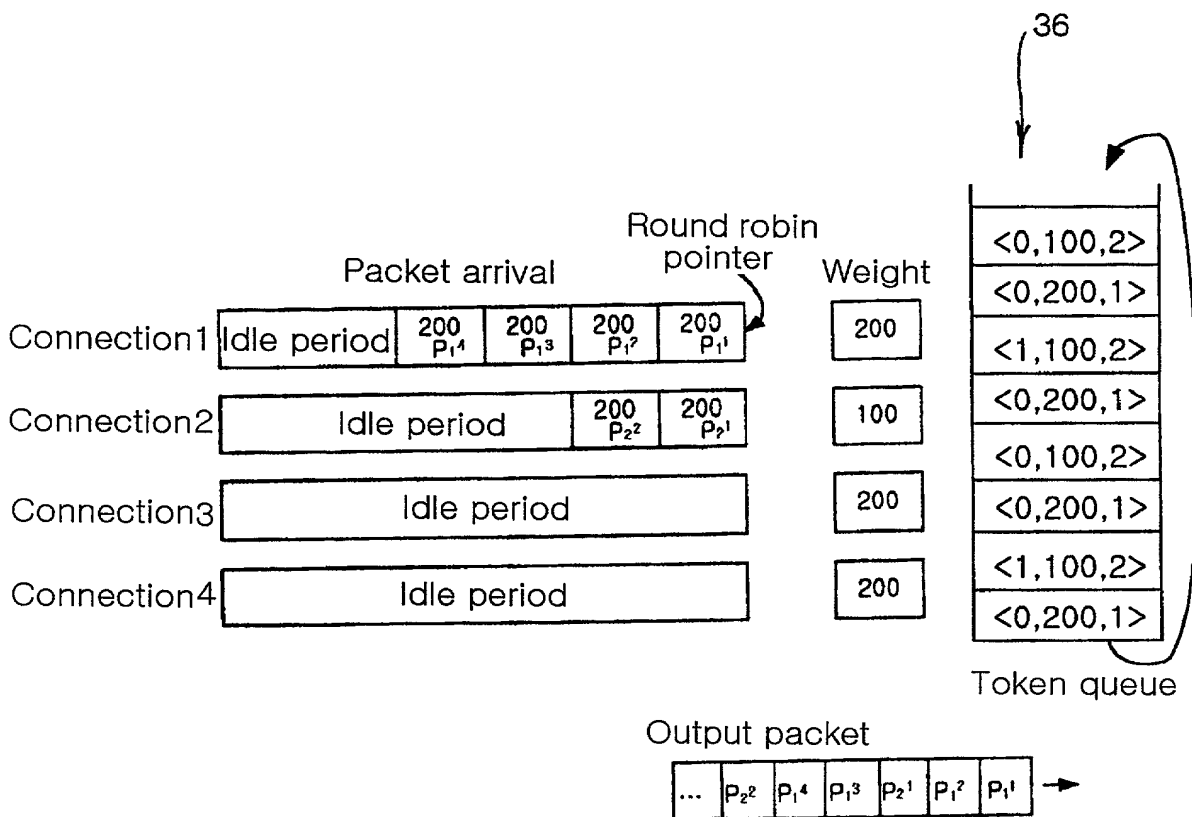


FIG. 7